

PATENT
Customer No. 22,852
Attorney Docket No. 5905.0032-01

IN THE UNITED STATES PATENT AND TRADEMARK OFFICE

In re Application of:

)

Masamoto MORITA et al.

)

Continuation Application of:

) PRIOR APPLICATION

Serial No.: 08/947,024

) Group Art Unit: 3713

Filed: October 8, 1997

)

Filed: January 25, 2002

) Examiner: B. Nguyen

)

For: GAME PROCESSING

)

APPARATUS, GAME

)

PROCESSING METHODS AND

)

RECORDING MEDIA

)

Assistant Commissioner for Patents

Washington, DC 20231

Sir:

PRELIMINARY AMENDMENT

Prior to the examination of the above application, please amend this application as follows:

IN THE SPECIFICATION:

Please replace the paragraph beginning at page 10, line 5, with the following rewritten paragraph:

--Figs. 3A-3C illustrate the screen displays of the embodiment;--

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Please replace the paragraph beginning at page 30, line 3, with the following rewritten paragraph:

--Figs. 15 through 20 depict examples of option list displays. A player can select a process from among a plurality of options by operating the cross-shaped cursor key on the control pad (2b) that he operates himself. An optional process selected by a player is implemented by the game processing apparatus.--

Please replace the paragraph beginning at page 31, line 4, with the following rewritten paragraph:

--Also, the list of options depicted in Figs. 15 through 20 can either be displayed in the order shown, or can be displayed in an arbitrary order.--

Please replace the paragraph beginning at page 46, line 17, with the following rewritten paragraph:

--Fig. 31 through 33 depicts the cooperative relationships developed at this time. The players manipulate their respective playing areas themselves, and all the barrier blocks generated in the two playing areas that are cooperating with one another are sent to the non-cooperating playing area. Conversely, the barrier blocks generated by the non-cooperating playing area are sent to the other two playing areas, with either the same number of blocks being sent to each, or the total number of blocks being equally divided between the two.--

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IN THE CLAIMS:

Please cancel claims 3 and 17, without prejudice or disclaimer, amend claim 29, and add claims 30-35, as follows:

29. (Once Amended) A machine-readable media, which records a program for executing on a computer the game processing method according to claim 15.

Please add new claims 30-35 as follows:

--30. (New) A machine-readable media, which records a program for executing on a computer the game processing method according to claim 16.

31. (New) A machine-readable media, which records a program for executing on a computer the game processing method according to claim 18.

32. (New) A machine-readable media, which records a program for executing on a computer the game processing method according to claim 23.

33. (New) A machine-readable media, which records a program for executing on a computer the game processing method according to claim 25.

34. (New) A machine-readable media, which records a program for executing on a computer the game processing method according to claim 26.

35. (New) A machine-readable media, which records a program for executing on a computer the game processing method according to claim 28.--

REMARKS

By this Preliminary Amendment, Applicants have amended the specification and cancelled claims 3 and 17 without prejudice or disclaimer, amend claim 29, and add new claims 30-35.

Attached hereto is a marked-up version of the changes made by this amendment. The attached page is captioned "Version with markings to show changes made." Deletions appear as normal text surrounded by [] and additions appear as underlined text.

If there is any fee due in connection with the filing of this Preliminary Amendment, please charge the fee to our Deposit Account No. 06-0916.

Respectfully submitted,

FINNEGAN, HENDERSON, FARABOW,
GARRETT & DUNNER, L.L.P.

Dated: January 25, 2002

By: 
Donald D. Min
Reg. No. 47,796

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VERSION WITH MARKINGS TO SHOW CHANGES MADE

IN THE SPECIFICATION:

Paragraph beginning at page 10, line 5 has been amended as follows:

Figs. [3] 3A-3C illustrate[s] the screen displays of the embodiment;

Paragraph beginning at page 30, line 3 has been amended as follows:

Figs.[s] 15 through 20 depict examples of option list displays. A player can select a process from among a plurality of options by operating the cross-shaped cursor key on the control pad (2b) that he operates himself. An optional process selected by a player is implemented by the game processing apparatus.

Paragraph beginning at page 31, line 4 has been amended as follows:

Also, the list of options depicted in Figs.[s] 15 through 20 can either be displayed in the order shown, or can be displayed in an arbitrary order.

Paragraph beginning at page 46, line 17 has been amended as follows:

Fig. 31 through 33 depicts the cooperative relationships developed at this time. The players manipulate their respective playing areas themselves, and all the barrier blocks generated in the two playing areas that are cooperating with one another are sent to the non-cooperating playing area. Conversely, the barrier blocks generated by the non-cooperating playing area are sent to the other two playing areas, with either the same number of blocks being sent to each, or the total number of blocks being equally divided between the two.

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IN THE CLAIMS:

Please cancel claims 3 and 17, without prejudice or disclaimer

Claim 29 has been amended as follows:

29. (Once Amended) A [M]machine-readable media, which records [the] a program for executing on a computer the game processing method[s] according to [Claims] claim 15.

Please add new claims 30-35 as follows:

--30. (New) A machine-readable media, which records a program for executing on a computer the game processing method according to claim 16.

31. (New) A machine-readable media, which records a program for executing on a computer the game processing method according to claim 18.

32. (New) A machine-readable media, which records a program for executing on a computer the game processing method according to claim 23.

33. (New) A machine-readable media, which records a program for executing on a computer the game processing method according to claim 25.

34. (New) A machine-readable media, which records a program for executing on a computer the game processing method according to claim 26.

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35. (New) A machine-readable media, which records a program for executing on a computer the game processing method according to claim 28.--

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